

Claims

1. An image display control program for displaying a plurality of objects on a display unit from a plurality of angles, the image display control program causing a video
5 game device to perform:

an operation reception function which receives an operation from an operator via an operation unit;

a camera viewpoint movement function which causes a camera viewpoint to move, in accordance with the operation received by the operation reception function, with respect
10 to a reference point that is a point on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control function that causes at least one of the images of the first and second objects to be displayed on a display unit from the camera viewpoint that was moved by means of the camera viewpoint movement function.

15 2. The image display control program disclosed in claim 1, wherein the operation reception function determines a tilt direction of the operation unit; and

the camera viewpoint movement function causes the camera viewpoint to move in a circle around the reference point, and in accordance with an angle corresponding to the tilt direction determined by the operation reception function.

20 3. The image display control program disclosed in claims 1 or 2, wherein the operation reception function receives a camera viewpoint height operation from the operator that adjust the height of the camera viewpoint; and

the camera viewpoint movement function causes the camera viewpoint to move to a height based upon the camera viewpoint height operation received by the operation
25 reception function.

4. An image display control program for displaying a plurality of objects on a display unit from a plurality of angles, the image display control program causing a video game device to perform:

an operation reception function which receives an operation from an operator via

an operation unit;

a camera viewpoint movement function that causes a camera viewpoint to rotatively move, in accordance with the operation received by the operation reception function, around a reference point that is a point on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control function that causes at least one of the first and second objects to be displayed on a display unit as seen from the camera viewpoint that was moved by means of the camera viewpoint movement function.

5. An image display control method which displays a plurality of objects on a display unit from a plurality of angles, comprising the steps of:

receiving an operation in a video game device from an operator via an operation unit;

moving a camera viewpoint of the video game device, in accordance with the operations received in the operation reception step, with respect to a reference point that is a point on a straight line linking a first object and a second object among the plurality of objects; and

displaying on the display unit of the video game device at least one of the images of the first and second objects from the camera viewpoint moved in the camera viewpoint movement step.

6. An image display control device which displays a plurality of objects on a display unit from a plurality of angles, comprising:

an operation reception means which receives an operation from an operator via an operation unit;

a camera viewpoint movement means that causes a camera viewpoint to move, in accordance with the operation received by the operation reception means, with respect to a reference point that is a point on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control means that causes at least one of the first and second objects to be displayed on a display unit from the camera viewpoint that was

moved by means of the camera viewpoint movement means.
